



# DAEMON LEGIONS

## LIST DAEMON LEGIONS (v2021 BETA 1) #2 - 4 497 POINTS



1270 pts (28.00 %) 1125 pts (25.00 %) 1932 pts (43.00 %) 940 pts (21.00 %)

**Characters**      **Core**      **Special**      **Aves**  
 (40 Max)      (25 Least)      (0 NoLimit)      (35 Max)

### Characters



**KUULIMA'S DECEIVER #1**  
 Kuulima's Deceiver - Standard - Beast - 25x25mm

**625 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Wizard Apprentice, Fear, Light Troops, Fearless, Supernal, Protean Magic, Dominion of Envy		
Defensive	HP	Def	Res	Arm	Aeg	
	4	6	5	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
<b>Kuulima's Deceiver</b>	1	6	5	2	5	<b>Poison Attacks, Know Thyself, Hand Weapon</b>

<b>Options</b>	General • Greater Dominion • Wizard Master • Guiding Piercing Spike
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**COURTESAN OF CIBARESH**  
 Courtesan of Cibaresh - Gigantic - Beast - 50x100mm

**645 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Wizard Apprentice, Fearless, Supernal, Avert Your Gaze, Dominion of Lust		
Defensive	HP	Def	Res	Arm	Aeg	
	6	7	5	0	5+	Distracting, Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi	
<b>Courtesan</b>	6	7	5	4	7	<b>Razor Tentacles, Hand Weapon</b>

<b>Options</b>	Wizard Adept • Witchcraft • Mesmerising Plumage
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### Core



**IMPS #1**  
 Imps x10 - Standard - Beast - 25x25mm

**225 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Scoring, Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	5+	Aegis
Offensive	Att	Off	Str	Ap	Agi	
<b>Imp</b>	1	2	2	0	3	<b>Energy Bolts (4+, 4+)</b>

<b>Options</b>	Musician • Incendiary Ichor
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### SUCCUBI #1

Succubi x10 - Standard - Beast - 25x25mm

225 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Scoring, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
Succubi	3	4	3	1	5

Options	Musician
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### SUCCUBI #2

Succubi x10 - Standard - Beast - 25x25mm

225 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Scoring, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
Succubi	3	4	3	1	5

Options	Musician
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### MYRMIDONS #1

Myrmidons x17 - Standard - Beast - 25x25mm

450 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
Myrmidon	1	5	5	1	4

Options	Standard Bearer • Musician • Champion • Whipcrack Tail
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Special



### FLYING BLAZING GLORIES #1

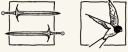
Flying Blazing Glories - Large - Beast - 50x50mm

385 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Fear, Towering Presence, Light Troops, Fearless, Supernal, Fly (8", 16", 8", 16") , Falling Star	
	8"	16"			
Defensive	HP	Def	Res	Arm	Aeg
	5	*	5	0	5+
Offensive	Att	Off	Str	Ap	Agi
Blazing Glories	5	*	5	5	5

Options	Cloven Hooves
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## FLYING BLAZING GLORIES #2

Flying Blazing Glories - Large - Beast - 50x50mm

385 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Fear, Towering Presence, Light Troops, Fearless, Supernal, Fly (8", 16", 8", 16"), Falling Star	
	8"	16"			
Defensive	HP	Def	Res	Arm	Aeg
	5	*	5	0	5+
Offensive	Att	Off	Str	Ap	Agi
<b>Blazing Glories</b>	5	*	5	5	5

<b>Options</b>	Cloven Hooves
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## EIDOLONS #1

Eidolons x5 - Standard - Beast - 25x25mm

175 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Light Troops, Fearless, Skirmisher, Supernal, Wizard Conclave	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	4	0	5+ <b>Hard Target (1, 1)</b>
Offensive	Att	Off	Str	Ap	Agi
<b>Eidolon</b>	1	2	2	0	3 <b>Dark Fire (3+, 3+)</b>

<b>Options</b>	Incendiary Ichor
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## EIDOLONS #2

Eidolons x5 - Standard - Beast - 25x25mm

175 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Light Troops, Fearless, Skirmisher, Supernal, Wizard Conclave	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	4	0	5+ <b>Hard Target (1, 1)</b>
Offensive	Att	Off	Str	Ap	Agi
<b>Eidolon</b>	1	2	2	0	3 <b>Dark Fire (3+, 3+)</b>

<b>Options</b>	Incendiary Ichor
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## CLAWED FIENDS #1

Clawed Fiends x6 - Large - Beast - 40x40mm

602 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	7	Scoring, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	3	4	4	0	5+
Offensive	Att	Off	Str	Ap	Agi
<b>Clawed Fiend</b>	3	4	4	2	4 <b>Smother</b>

<b>Options</b>	Standard Bearer • Musician • Champion • Darkhide
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### SIRENS #1

Sirens x5 - Standard - Cavalry - 25x50mm

210 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	9	Strider, Feigned Flight, Vanguard (12", 12"), Light Troops, Fearless, Supernal, Elusive	
Defensive	HP	Def	Res	Arm	Aeg
	1	5	3	0	5+ Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Siren	2	5	4	1	4
Symbiotic Steed	1	3	3	0	3 Harnessed

#### Options

Musician • Centipede Legs

## Aves



### FURIES #1

Furies x5 - Standard - Beast - 25x25mm

170 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	5	Light Troops, Fearless, Skirmisher, Supernal, Fly (10", 20", 10", 20")	
	10"	20"			
Defensive	HP	Def	Res	Arm	Aeg
	1	3	3	0	6+ Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Fury	1	3	4	1	4 Devastating Charge

#### Options

Venom Sacs

## Magics

### Racial Trait Spell

	Casting	Range	Type	Duration
<b>Spear of Infinity</b>				
<i>Mf</i>	4+	24"	Hex, Missile, Damage	Instant
The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), and [Multiple Wounds (2)].				
The hits from Spear of Infinity gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of Spear of Infinity).				



Witchcraft

		Casting	Range	Type	Duration	Effect
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee (and Shooting) Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].

		Casting Range	Type	Duration	Effect
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
4	Evil Eye		24"	Universal	Last one Turn If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn The target gains Random Movement (2D6 [3D6])
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

## Model Rules

### Aegis:

#### Avert Your Gaze: Universal Rule.

Enemy units within 6" of one or more models with Avert Your Gaze suffer -2 Discipline when taking Combat Reform tests.

#### Dark Fire: Shooting Weapon.

Range 18", Shots 2, Str 4, AP 0.

Armour Save rolls of '1', '2', '3', and '4' are always considered failed when saving wounds caused by Dark Fire.

#### Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

#### Dominion of Envy: Universal Rule.

The model's Close Combat Attacks allocated towards models equipped with Close Combat Weapons other than Hand Weapons (regardless if they are using them or not) gain +2 Offensive Skill.

#### Dominion of Lust: Universal Rule.

The model gains Strider. When rolling their Charge Range in the Charge Phase, units consisting entirely of models with Dominion of Lust must reroll failed Charge Range rolls if they are Located in the Charged unit's Flank or Rear Facing.

**Elusive:** Units composed entirely of models with Elusive may declare a Flee Charge Reaction despite being Fearless.

#### Energy Bolts: Shooting Weapon.

Range 24", Shots 1, Str 5, AP 0, Reload!, Volley Fire.

#### Falling Star: Universal Rule.

The model's Offensive Skill and Defensive Skill are set to twice the model's current number of Health Points.

The model counts as a Character for the purpose of Duels. When the model fights a Duel during a Round of Combat, it gains Stubborn until the end of the Round of Combat.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

#### Fight in Extra Rank:

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

## Hard Target:

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.

**Know Thyself:** Universal Rule.

At the start of the Initiative Step in which the bearer's Close Combat Attacks will be performed, choose one model part from each enemy model in base contact and add their Attack Value Characteristics, excluding any modifiers, to the Attack Value of Kuulima's Deceiver. At the end of each Round of Combat, the bearer's Attack Value is set to 1.

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

**Poison Attacks:** If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

**Protean Magic:** During Spell Selection, the Wizard must select its spells between the Learned Spell 1 of the Paths it has access to and the Hereditary Spell of its army. This rule overrides the Spell Selection rules connected to being Wizard Apprentice, Adept or Master.

**Razor Tentacles:** Attack Attribute – Close Combat.

If the attack is allocated towards an enemy R&F model while the attacker is Engaged with the Flank or Rear Facing of the target's unit, the attack gains Area Attack (1×5), and its Strength and Armour Penetration are set to half the model's [the model's] Strength, respectively Armour Penetration, rounding fractions up. This is done after applying other modifiers.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**Smother:** Attack Attribute - Close Combat.

If the attack is allocated towards a Large model, it gains +1 to hit and +1 to wound.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

## Supernal:

**Talon Scythes:** Close Combat Weapon.

Attacks made with Talon Scythes ignore Parry and, if allocated towards Standard or Large Infantry, gain a +1 to-hit modifier.

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

**Wizard Conclave:** The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.  
This overrides the Spell Selection rules connected to being a Wizard Adept.

## Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Kuulima's Deceiver #1



Courtesan of Cibaresh



Imps #1



Succubi #1



Succubi #2



Myrmidons #1



Flying Blazing Glories #1



Flying Blazing Glories #2



Eidolons #1



Eidolons #2



Clawed Fiends #1



Sirens #1



Furies #1

